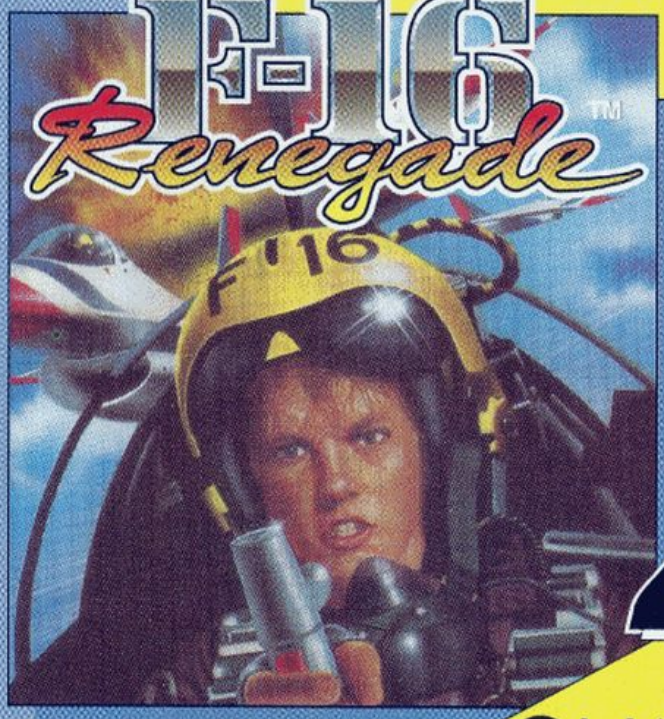
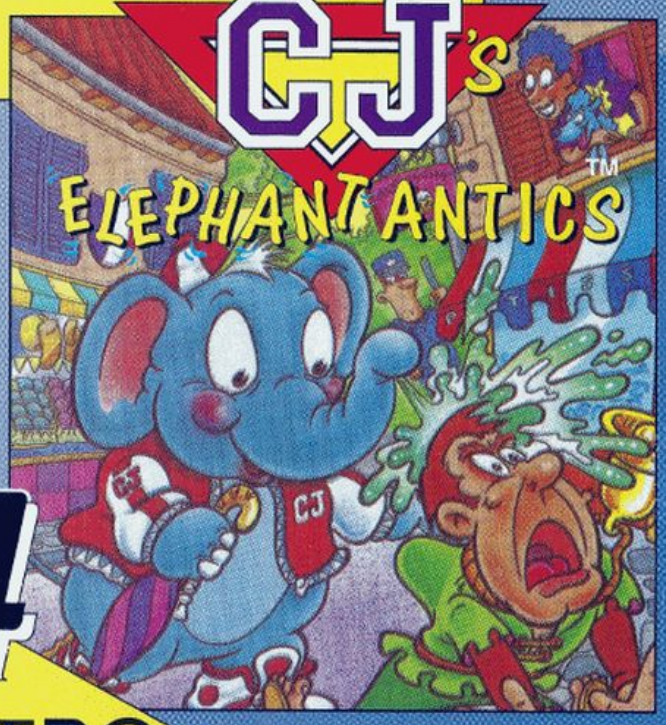
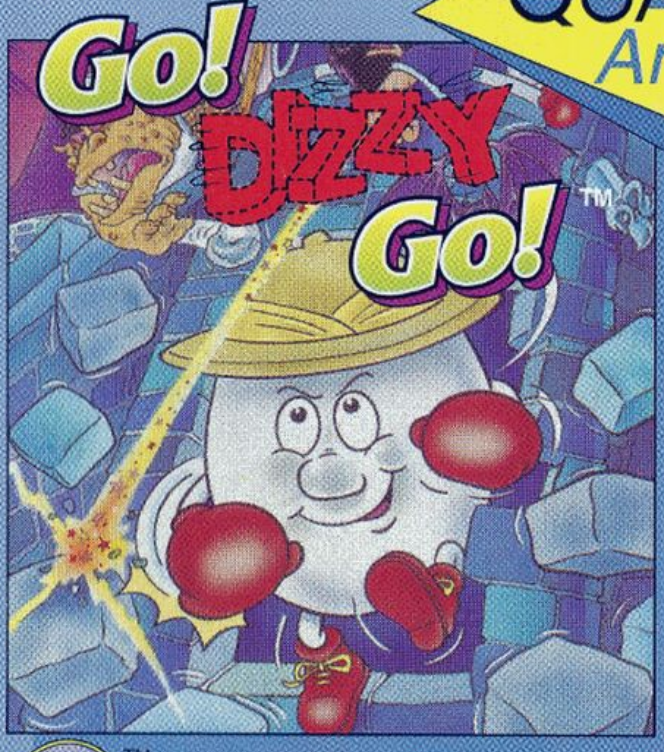
FOUR GAMES IN ONE CARTRIDGE!

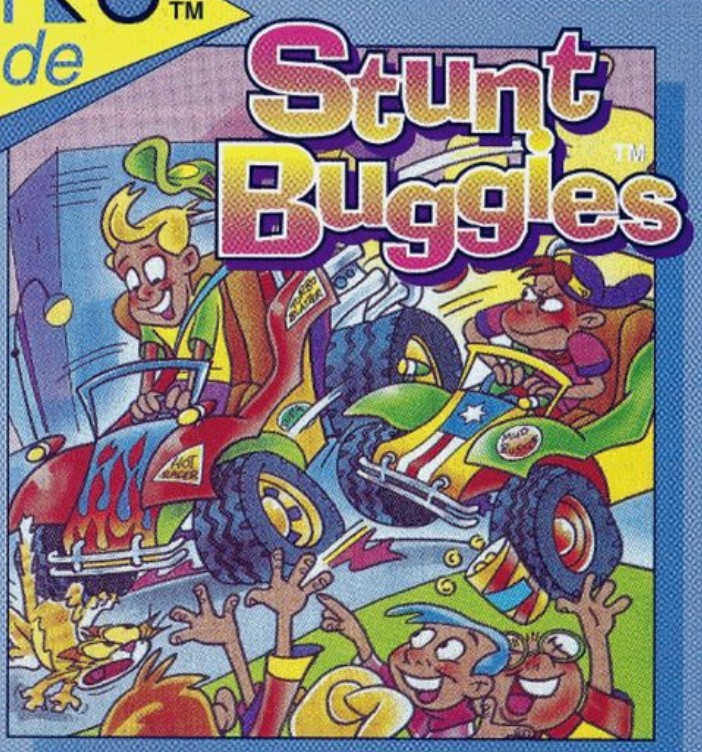




4

QUATTRO™ Arcade





Written by CODEMASTERS™

Published by CAMERICA®

CODEMASTERS

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode. Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

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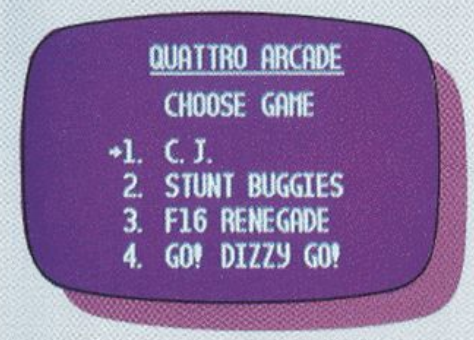
Choose your Game

By using ultra-large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate.



The game selection screen

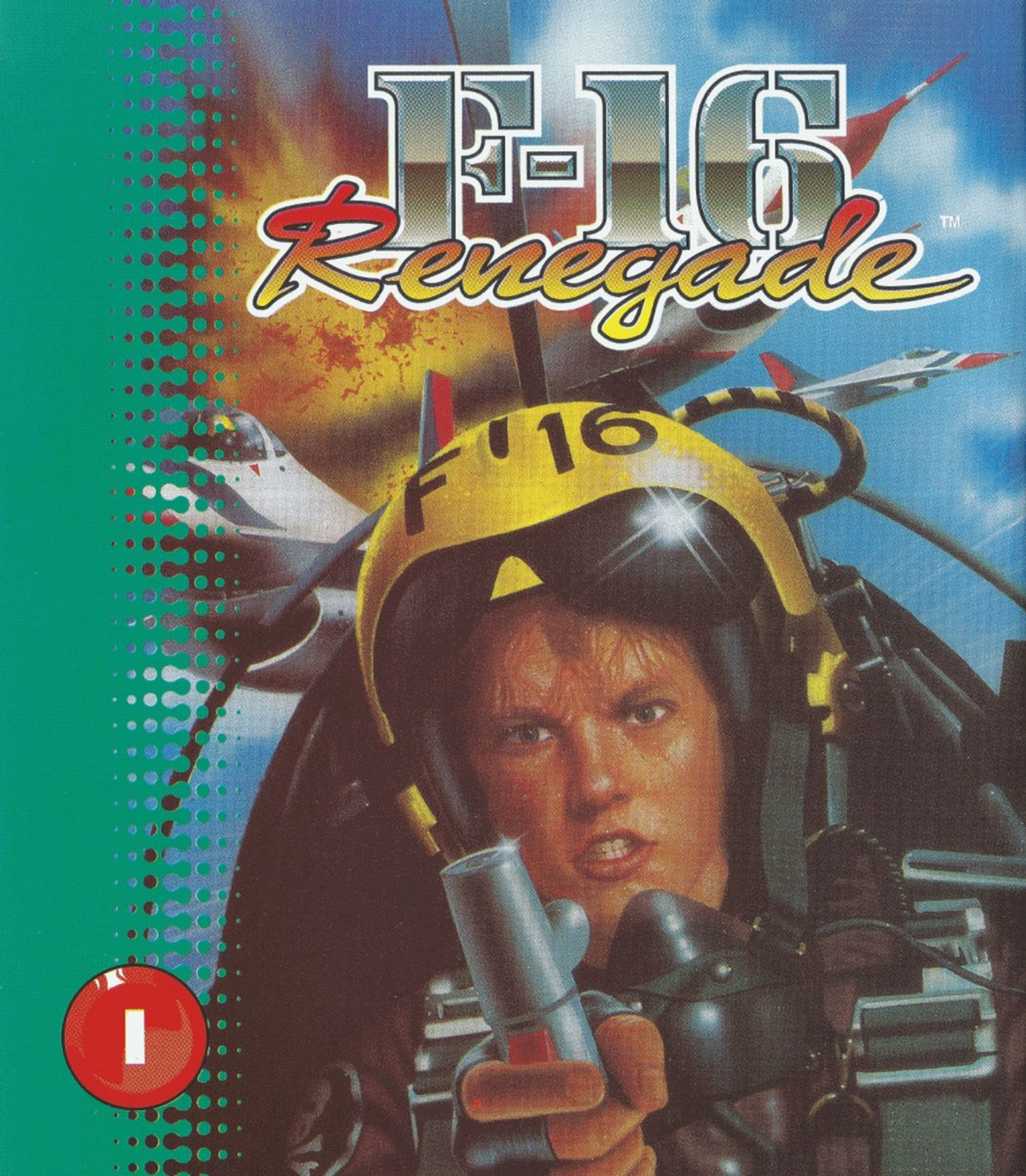
Use the SELECT button to point the arrow on the screen at the game you want to play.

Press the START button to activate the game, then read the section in this booklet about playing the game.

During play you can use. the RESET button to start the chosen game again.

When you want to choose a new game you should Power-Off, wait a few seconds, and Power-On again.

F-16 Renegade™



Things are not quite what they seem down at Fairview High School. Behind the door to the computer room the mild mannered head of department, Professor Helix, is secretly plotting to take over the world!

Using only his PC Professor Helix logged into USAF's central computer and set in motion a program which will scramble all of America's Air Force and automatically fly it on a mission to start World War III! Professor Helix's respectable facade hides the character of a mad megalomaniac bent on destruction.

F-16 Renegade™

Todd Freeman is the only guy who can stop the apocalypse. As a student of Helix, Todd discovered the dastardly plan and tried to warn the Air Force. Unfortunately the Generals at the local base thought Todd was a crazy kid and ignored his pleas.

Now Todd is about to take action himself. That night, claiming he had an assignment to finish, Todd went to the computer room and logged onto USAF central. Finding the flight training program for the F-16 Falcon Jet, he gave himself a crash course in combat flying. Satisfied that he could handle the F-16 Todd left the school and headed for the Air Base.

He scaled the perimeter fence without attracting attention and managed to keep the guard dogs at bay with some candy he had in his pocket. Soon he was in the cockpit of the F-16 and pleased to see the keys were still in the dash. He fired it up just in time as all around him other planes were auto-piloting down the runway as they took orders from professor Helix's program...

IT'S ALL IN YOUR HANDS...

You are Todd Freeman and you must Defeat Professor Helix's computer controlled Air Force to stop World War III! - *Good Luck!*

Professor Helix hard at work, putting the final touches to his armageddon program.

CONTROLLING THE F-16

Here are the details about the control systems of the F-16 which Todd learned when he broke in to the USAF computer:

A button: Fire a bullet (hold the button down for continuous fire or tap it quickly for rapid fire)

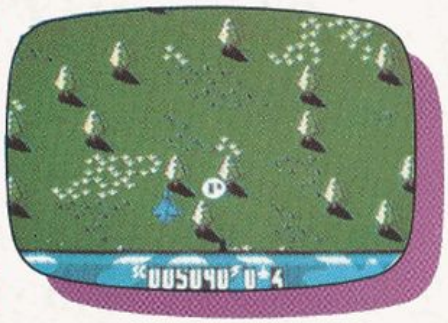
B button: Smart Bomb (you start out with one but you can pick up more as you progress through the game)

Up/Down/ Left & **Right**: Move the plane

Start: Pause

Select: Select One or Two player game on title screen

Airborne!!!



Grab that Power-Up!

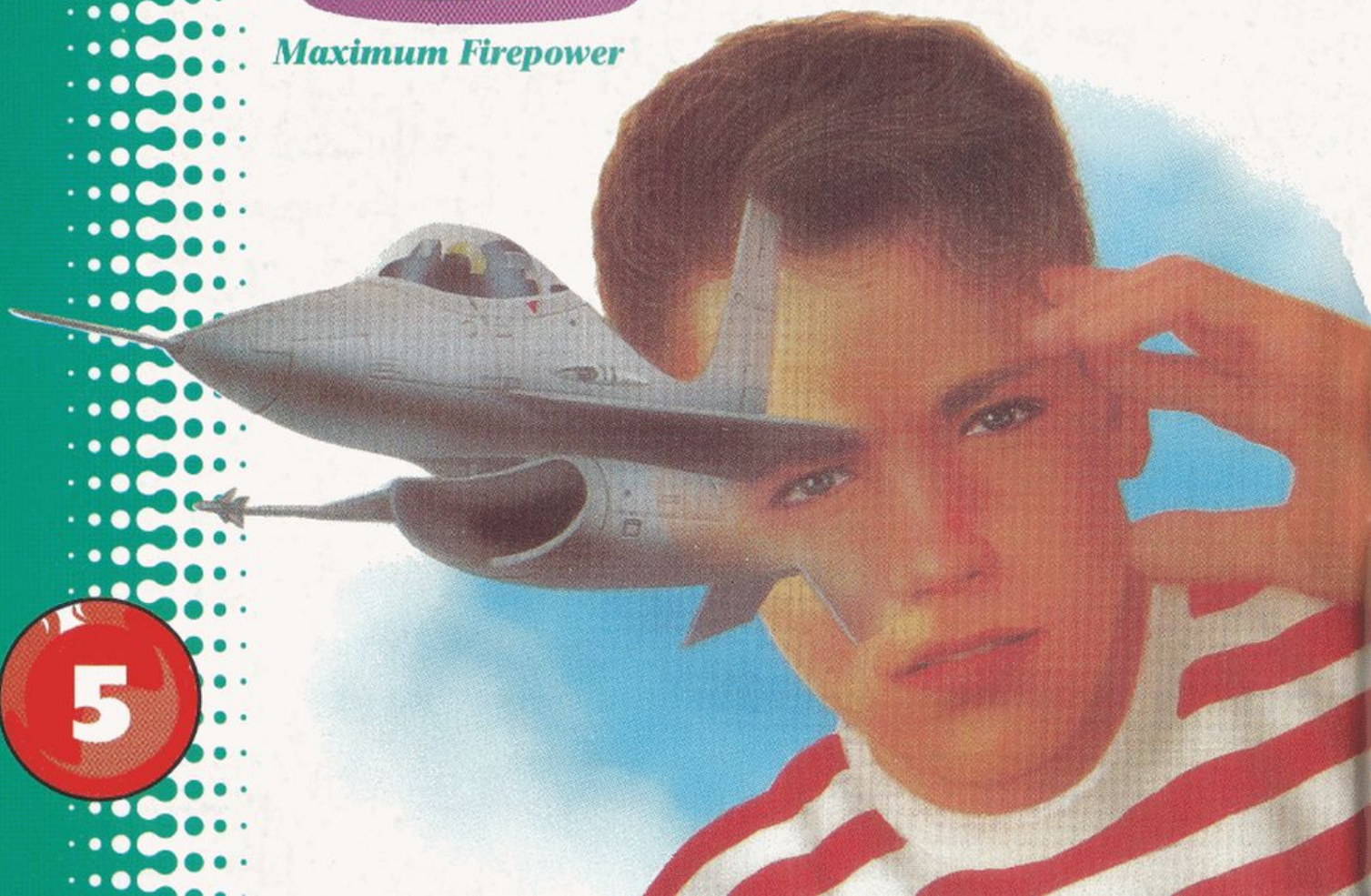
Maximum Firepower

WEAPONS SPECIFICATION

Pick-Ups can be set off by shooting all the planes in a *blue* squadron…

S: Smart Bomb, **P**: Weapons Power-Up, **L**: Extra Life

Each weapon is progressively more powerful. Some planes take more than one hit to kill with the weaker weapons.



TWO PLAYER GAME

This is a *competitive* Two player game; the aim is to out-survive your opponent...

As you hit an enemy, your opponent will rise up the screen, closer to the enemy and so closer to the danger!

There is a bar on the Two player panel with 6 dots. You must light all the dots to your colour...

White: player **One** *and*
Black: player **Two**.

The Two player game is only played in the overhead sections.

Competitive 2 Player

Ground Attack!

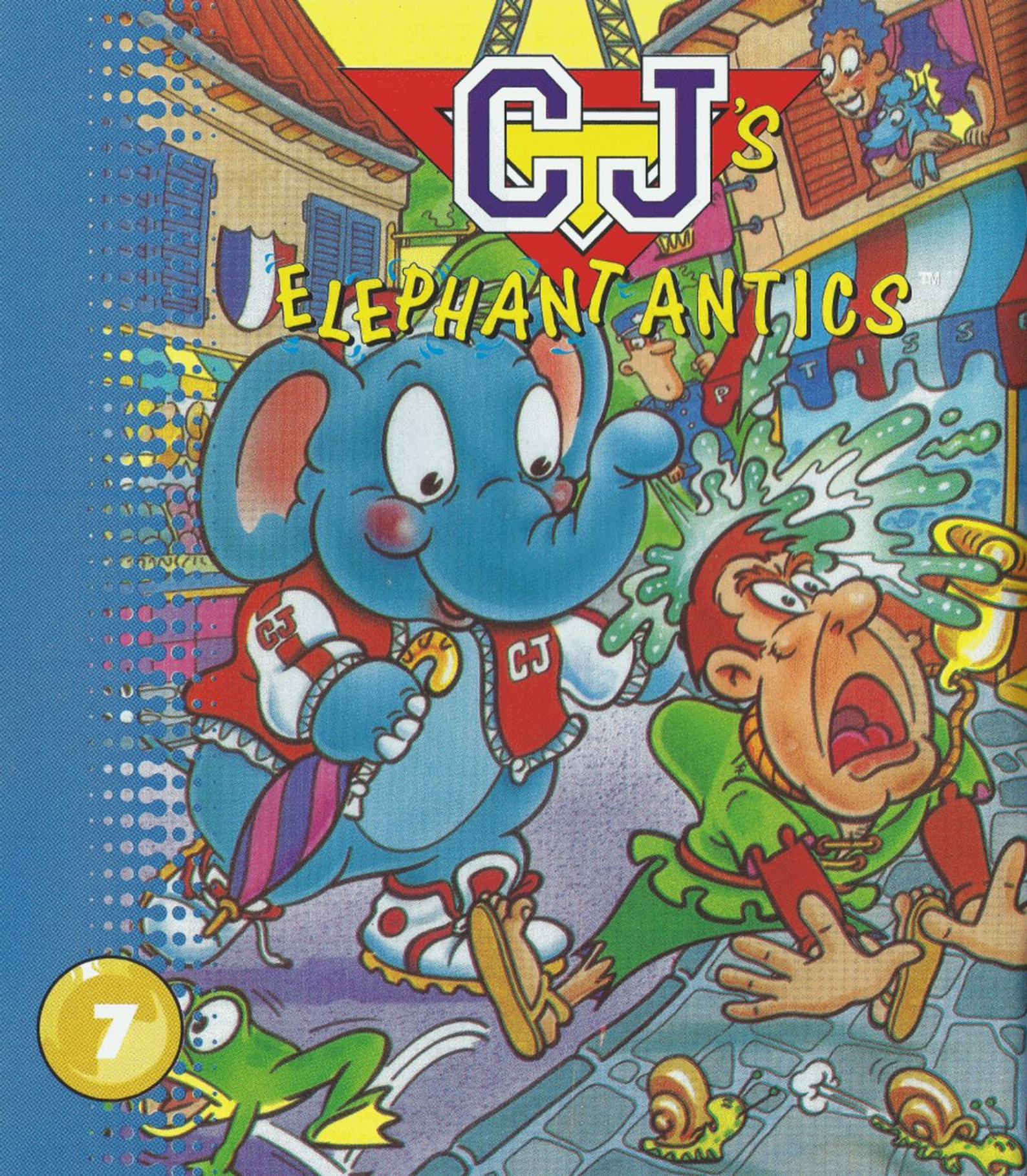
The 3-D section

FLYING TIPS...

✈Try to learn the movement patterns on the first level -you can pick up a lot of *bonuses* at the start if you can shoot the *blue* planes.

✈Try to kill the ground based weapon sites quickly as they fire deadly homing missiles.

✈There are 20 missions for Todd to complete, 10 overhead and 10 3-D.


CJ's
ELEPHANT ANTICS
7

C.J.'s elephant antics™ have landed him in BIG trouble this time. Out exploring the jungle far from home, he stumbled into an elephant trap! And now he was being flown to a zoo, destined to spend the rest of his life in captivity!

But as the plane flew through some bad turbulence, C.J.'s cage shook and flew open. "Wow!", shouted C.J., "What a break! Adios, zookeeper dudes, I'm outta here!". Grabbing a nearby umbrella, he dashed for the exit and jumped out...

C.J.'s Elephant Antics

Using his umbrella as a makeshift parachute, he floated gently down to the ground. One look at the famous Eiffel Tower was enough to tell him he was far, far away from his folks back home. "Great jumping Jumbos!", C.J. exclaimed. "I've touched down in Paris!".

So C.J. started out on his fantastic journey home, through the City of Paris, across the mountains of Switzerland, exploring the great pyramids of Egypt, and then into the jungle, deep in the heart of Africa.

ELEPHANT WITH A MISSION

C.J.™ is faced with the mammoth task of getting back to his family in Africa. On his way he'll have to watch out for a whole load of bad guys; *Freaky Frogs, Savage Snowmen, Slimy Snails* and even *Psycho Poodles!* Luckily C.J. is not defenceless, he can shoot peanuts through his trunk and even throw bombs.

Options Screen

CONTROLLING C.J.

A button: Makes C.J. jump

B button: Shoots peanuts through C.J.'s trunk (C.J. never runs out of peanuts but he can only fire one at a time)

Left & **Right**: Walks C.J. left and right (C.J. gradually speeds up when a direction is held)

Down: Throws a bouncing bomb (unless C.J. is out of bombs)

Start: Pause

Select: Used on the title page to select a One or Two player game (more on this later)

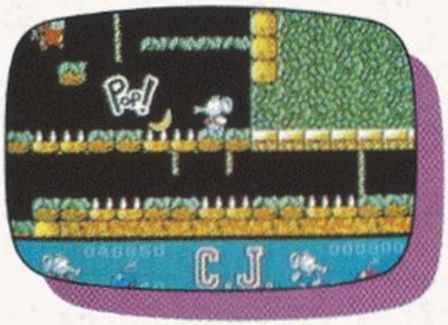
C.J.™ with his trusty Umbrella

BOMBS...

Bombs are very useful for getting rid of awkward enemies, but be careful not to waste them.

SPIKES

There are lots of spikes in C.J.'s way. Try to steer well clear of them as they are all *instantly fatal.*



Mind those Spikes!

LIFTS

There are many moving platforms that C.J. must use to progress through the game. *Simply hop aboard and get ready to jump off at the right time!*

The Hunchback

BOSSES

When you reach the end of each level you will meet the Boss that blocks your way to the next level. You must shoot or bomb these bosses into oblivion, while they will do their best to put an end to C.J.'s Elephant Antics™

C.J.'s HANDY UMBRELLA

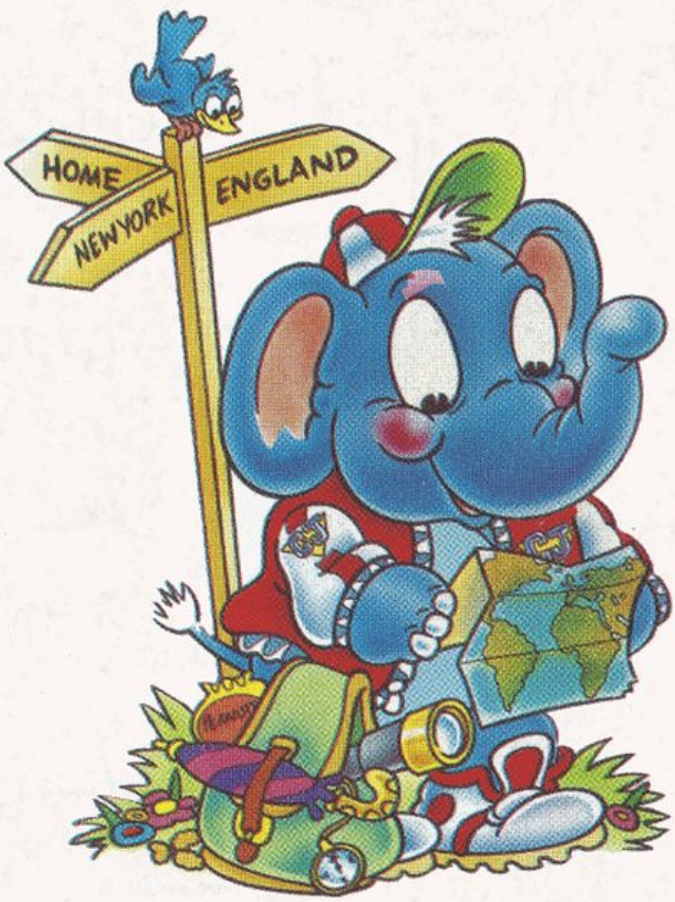
When C.J. jumps or falls off a ledge, he uses his umbrella as a makeshift parachute, letting him fall from great heights.

TWO PLAYER GAME

Two can play C.J.

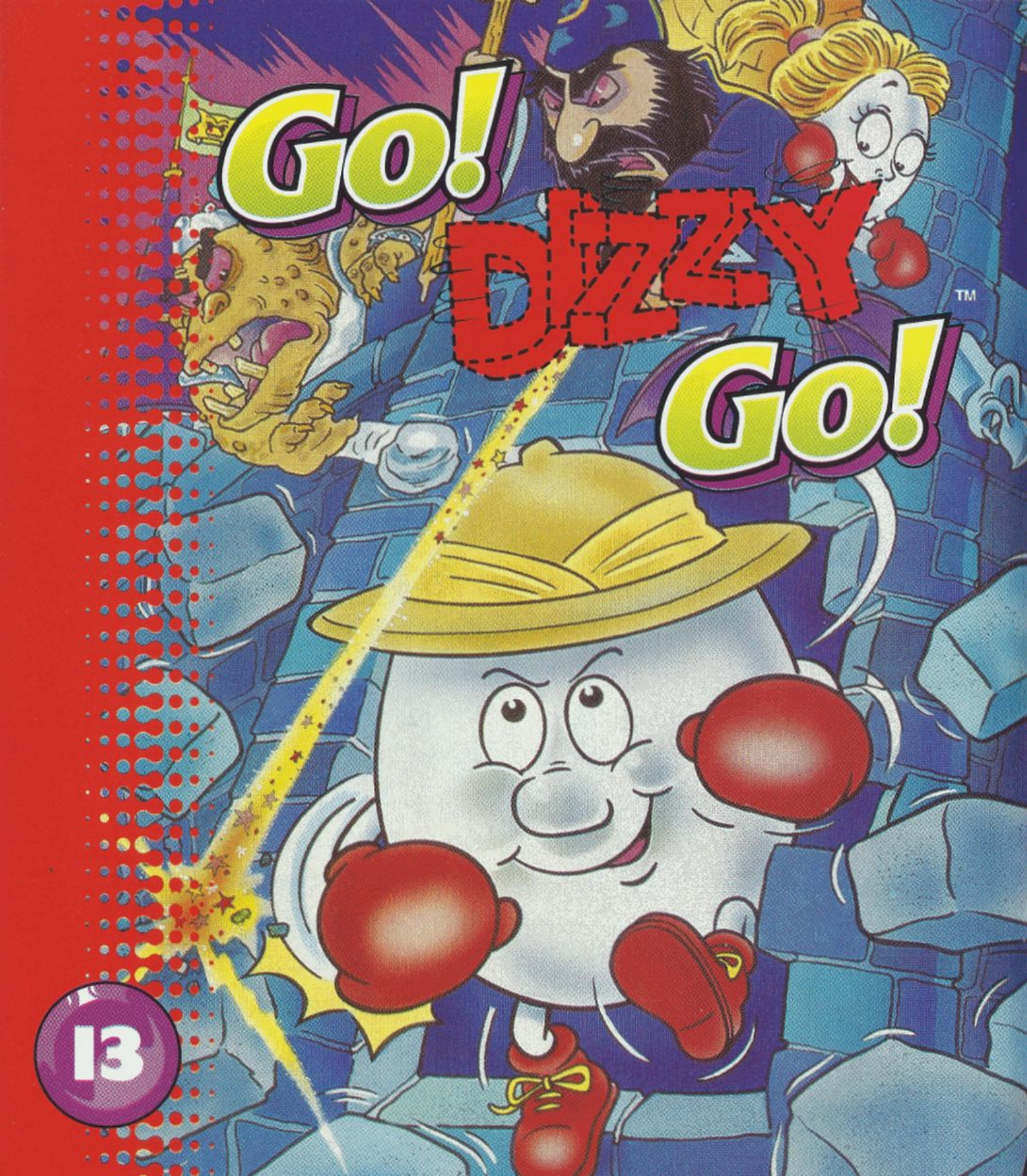
In the Two player game both players play at the same time. *player One* controls the *red* C.J. and p*layer Two* controls the *blue* C.J.

Red C.J. will throw blue bombs and blue C.J. will throw red bombs. *Sometimes you will see green, yellow or brown bomb icons; pick these up as they will give you another 10 extra bombs.*

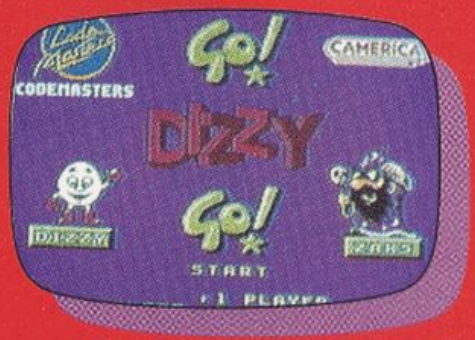


BONUSES

When some enemies go *"Pop!"* they leave behind fruit or cakes that C.J. can scoff for extra points. Sometimes they leave extra bombs, or a can of fizzy drink that will give C.J. a burst of energy.


Go!
DIZZY™
Go!

"It's a nightmare!", thought Dizzy™. His arch enemy the Evil Wizard Zaks™ had done it again! He kidnapped Dizzy's friends whilst they were having a picnic in the woods and cast them into several strange and dangerous new worlds. Dizzy and Denzil™ must defeat the wizard's weird mazes to rescue their poor friends. Each friend has been trapped in a world of make-believe with many magical monsters.



Go! Dizzy Go!™

Dylan™ was transported to a mysterious undersea world, deep on the ocean floor. He has only a few hours oxygen, so he must be rescued first.

Poor old Dora™ is lost in a dark and gloomy forest where every route she takes leads to another tree.

Grand Dizzy™ has been sent to an ancient and perilous Egyptian city.

Dozy™ suddenly found himself in a lonely mountain wilderness and Daisy™ has been imprisoned in the tallest tower of the evil wizard's castle!

Only you can help Dizzy and Denzil re-unite the Yolkfolk…

Go! Dizzy Go!

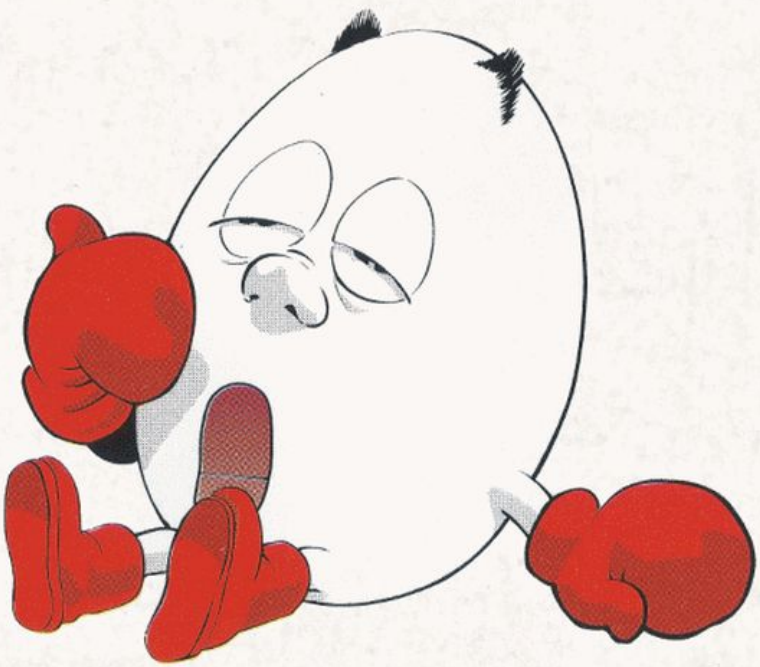
Dizzy's Quest for the Yolkfolk

World 2, the Forest Area

For Dizzy™ to rescue his friends he must collect all the fruits in each of Zaks' mazes. When Dizzy completes *five* levels he can go onto the next world. There are *five* worlds for Dizzy to complete:

World **1**	*Dylan*	Underwater
World **2**	*Dora*	Forest
World **3**	*Grand Dizzy*	Pyramid
World **4**	*Dozy*	Mountain
World **5**	*Daisy*	Castle

Dozy, lost in the mountain wilderness, 'If I could find my way out, maybe I could get some sleep'



Controls

You can choose to play either Dizzy™ or Denzil. Dizzy is controlled from pad 1, Denzil is controlled from pad 2…

Up/Down/
Left & **Right**: will make Dizzy (or Denzil) move around the maze.

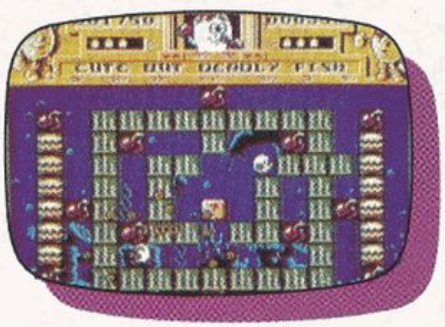
Select: Switches between *One player*, *Two player* and *Contest* on the title screen.

Start: Starts the game and pauses the game when in play.

The different game modes

One player mode: This is just Dizzy on his own crusading against the enemy.

Two player mode: This enables Dizzy to team up with Denzil to defeat the enemy.



Two Player Contest

Contest mode: This is really a competition to see who can get the highest score, not to see who can complete the most levels. There are *six* lives between you and when the other player dies, you get a massive score *bonus*. You use shared lives until they run out and the game finishes.

It's a Bonus!

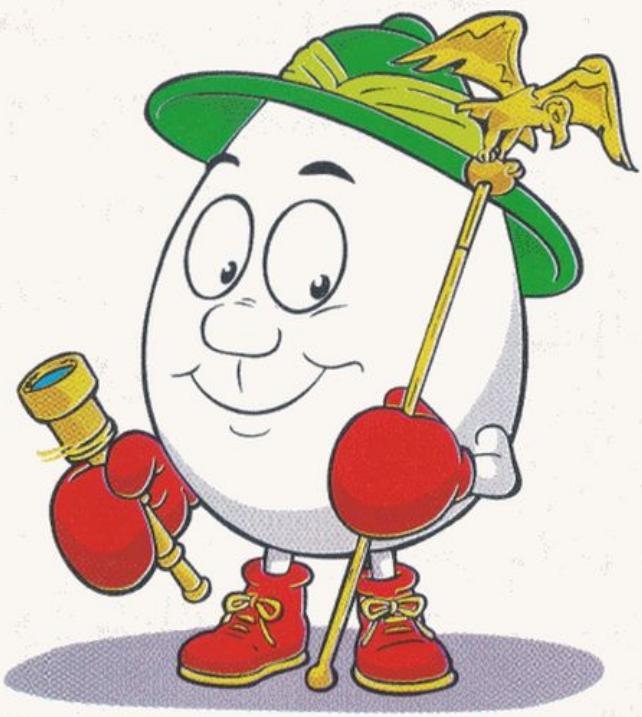
When playing the game, you will notice that one of the fruits is *flashing*, if you collect this, you will get a *bonus* and another fruit will flash. Collect all the fruits in this order to get a *huge* score bonus.

Collect the flashing fruit

The Bonus Game: Try to get all the fruit against the clock

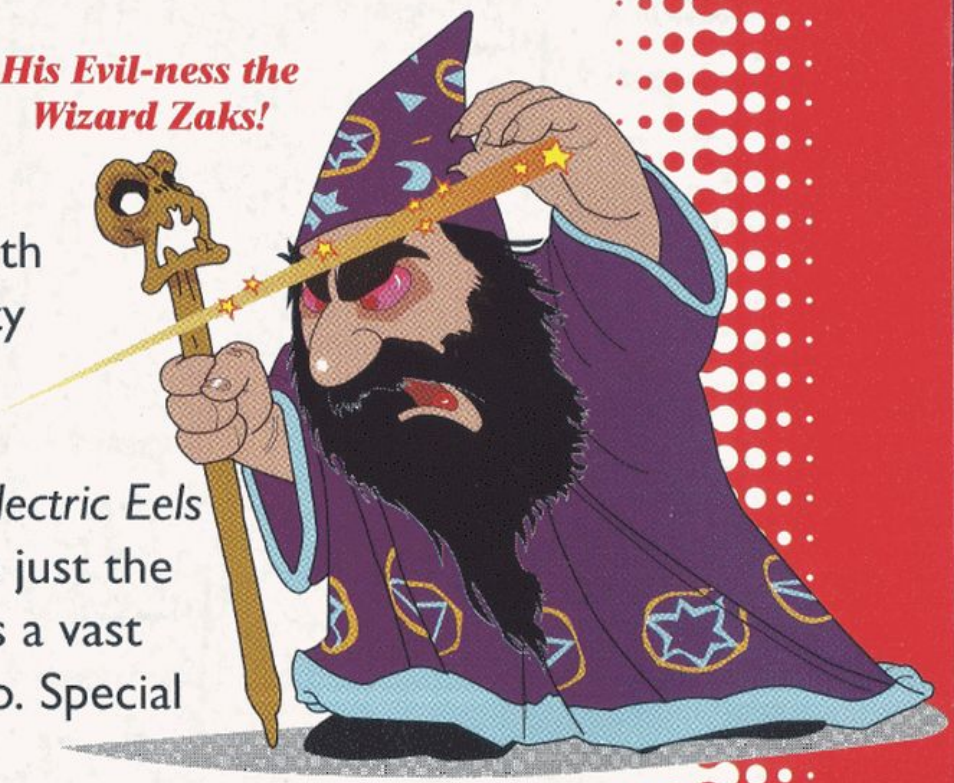
Gameplay

❤ There are many different ways of playing Go! Dizzy Go!™ *It is sometimes better to leave a monster trapped in a square instead of killing it. If you decide to kill it, it will only re-appear a few seconds later in a different place.*



Dizzy™, looking confident that his Quest will be made much easier with your help!

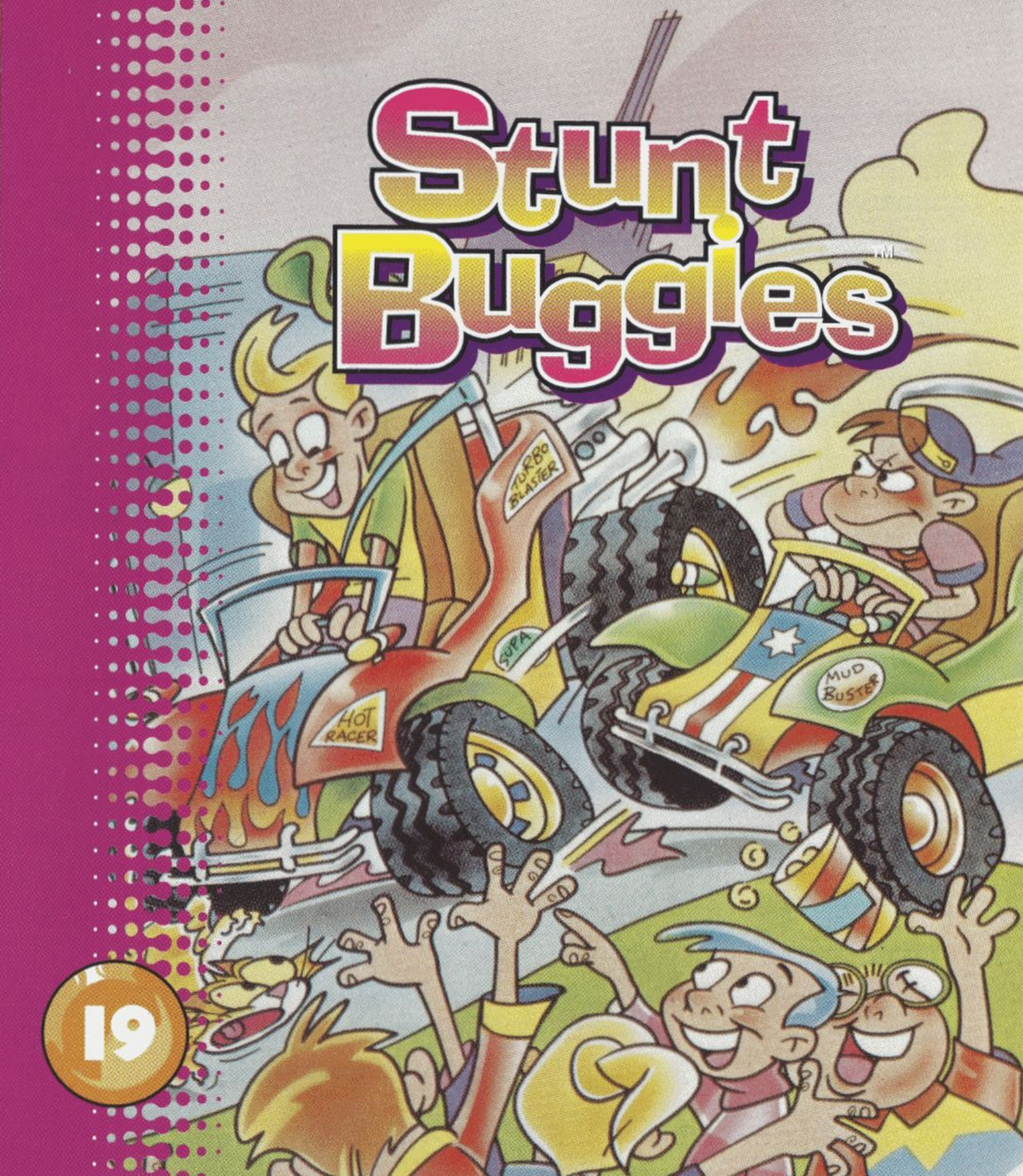
Power-Up!



The five worlds to be conquered are littered with all sorts of mean and nasty baddies. *Wobbly Jellyfish*, *Stinging Scorpions*, *Bulky Rock Monsters*, *Shocking Electric Eels* and *Grinning Pumpkins* are just the start of it! Luckily there is a vast amount of Power-Ups too. Special icons will appear so *pick' em up!* Some will let you pass through the edges of the screen, some will allow you to move any block, then there are *Smart Bombs*, *Shields*, *Bonuses* and many others which change the gameplay when they are picked up.

The Scoring System

On *Go! Dizzy Go!*™ you are given a *score grading* at the end of your game. This is indicated by a *colour* so you can see how good you are. The colours go: *Red* (lowest) through *Orange*, *Yellow*, *Green*, *Blue*, *Indigo*, *Violet*, *White*, *Bronze* (most players could eventually get this), *Silver* (very good score), *Gold* and *Platinum*(very rare - *amazing* score!) -Good Luck!


Stunt Buggles™
TURBO BLASTER
HOT RACER
SUPA
MUD BUSTER
19

It didn't seem the ideal birthday situation. Your folks having to spend the day with a sick relative while you're shunted off to stay with old uncle Zeb the inventor in his massive and probably haunted house.

However what greets you when you awake in your strange new bedroom *does* seem like the ideal birthday present. A miniature, totally cool, fully working sports buggy. With uncle Zeb already about his strange business in the attic, you decide to take this mean machine for a spin in the apparently endless passages of the house.

Whilst cruising the basement, you notice a white light coming from a crack in the ceiling. "Uncle Zeb must have left a light on", you think, drawing closer. Suddenly a trap door opens and you are sucked up into a beautiful but bewildering new world. It seems to be under attack from an army of automated horrors attempting to devastate the landscape.

Stunt Buggies™

You're still not sure how or why you're here but your help is obviously needed and with the trapdoor closing behind you there seems to be no choice...

Bombs!

You've been plunged into a strange new world and it's under attack! Your job is to drive around the mazes in your Stunt Buggy and collect all the bombs that have been planted there.

To collect the bombs you will have to avoid an assortment of weird and wonderful vehicles. Luckily your Stunt Buggy is equipped with *smoke* which will temporarily confuse the enemy cars, allowing you to escape.

Buggin' out!

The Screen Display

The bar at the top left of the screen shows how much smoke you have left. To the right of the bar is the *lives counter.*

On the bottom right of the screen is the *radar.* This shows you all the action going on in the maze…

White dots: Enemy

Flashing white dot: Your car

Pulsing circle: The next bomb to collect

-To the left of the radar is a *counter* which tells you how many bombs you have to collect.

Stunt Buggy One rips up some ground

Controlling your Stunt Buggy

B button: Drop smoke

Up/down/ left & **right** will turn you car at the next available opportunity*

Select: Moves radar to other side of the screen

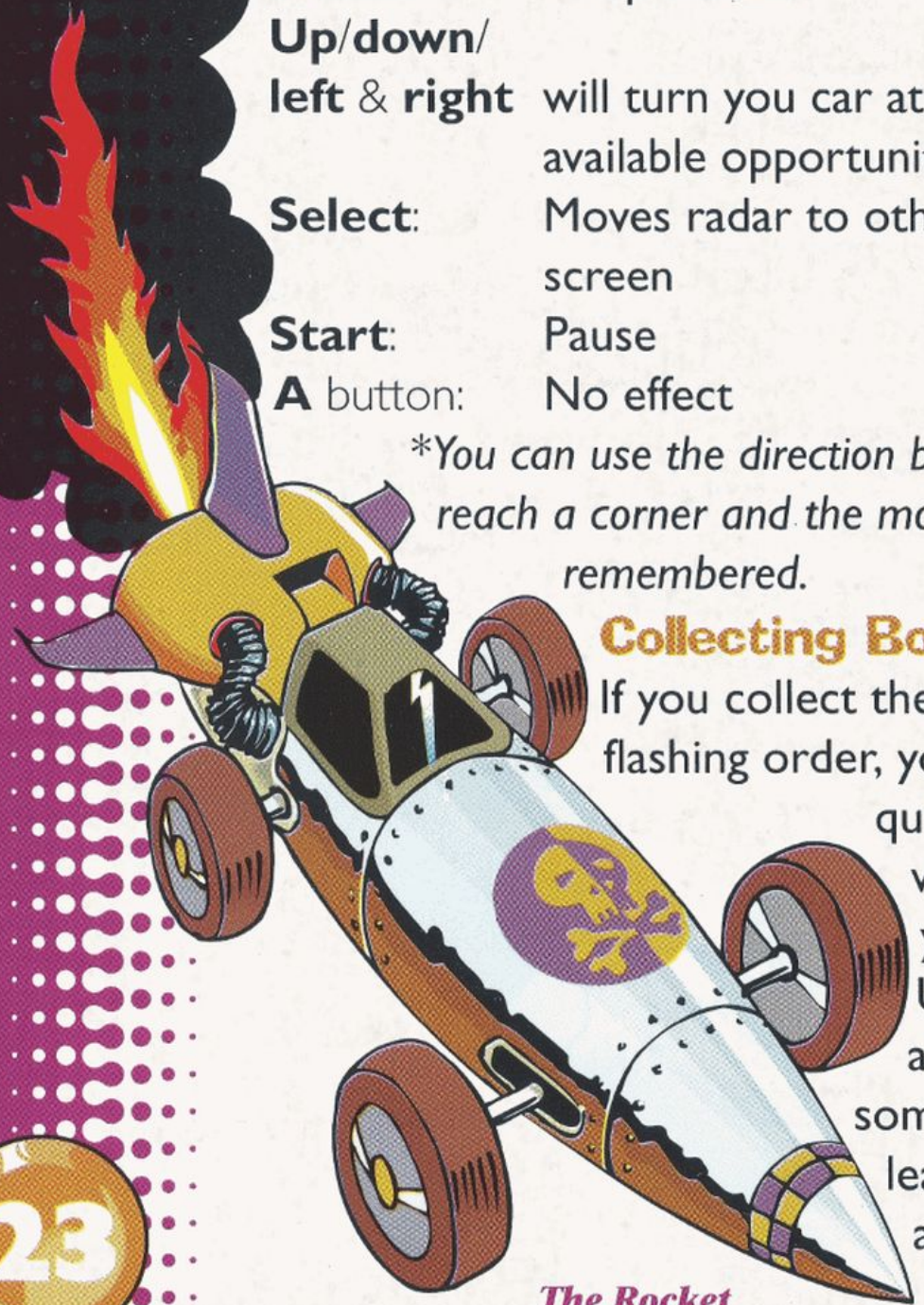
Start: Pause

A button: No effect

**You can use the direction buttons before you reach a corner and the move will be remembered.*

Collecting Bombs

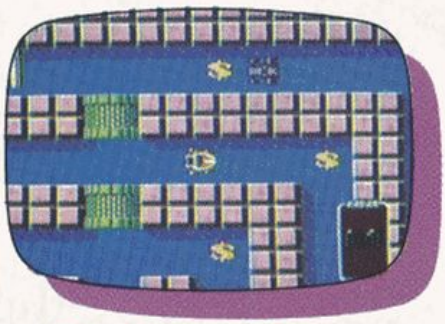
If you collect the bombs in their flashing order, you will be given question marks which will give your car a Power-Up. Most of these are good, but some are bad, so learn which ones appear where.



The Rocket Car

The Bonus Game

On this level you must collect all the dollar signs. *But beware!* -the dollar signs turn into *killer spikes* as soon as you run over them.



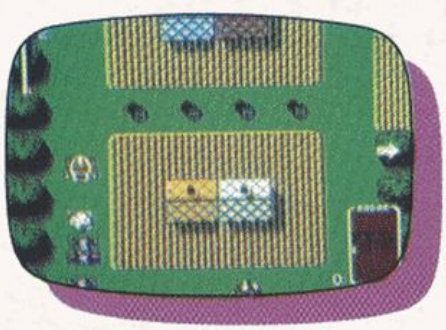
The Bonus Game

Two Player Game

In Two player mode, the players take turns to control their cars. Each car is a different colour and the player's number appears above the car as it appears from the hole.

Stunt Tips

- Learn how to 'smoke' the cars and then pass through them *-this is very important!*
- On some levels you will have to collect the bombs in flashing order, this is because you will need the mystery power-ups to complete the level.
- If you are taking too long to complete a level, a special enemy car will appear to make you hurry up!
- The closer enemy cars are the more they will home in!
- Look out for hidden warps and cheats!



Hot pursuit!

CODEMASTERS™

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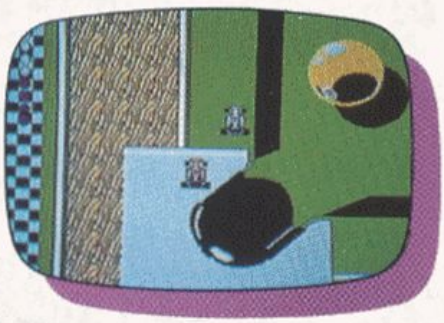

This is your chance to experience real life, high speed action scaled down to fantastic miniature. You can race formula one racing cars on a pool table, helicopters around the garden or boats around the bath tub. 11 individual characters and 9 kinds of Micromachines®. **This game is absolutely brilliant.**

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Each of the 4 games in this collection is carefully researched and programmed to be as accurate as possible and to capture the tension and atmosphere of the original sport.

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ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Darling started writing video games while they were in their early teens and still at school in England.

From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

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Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.
Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase.
Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or uses of trade are all expressly disclaimed.

In no event will Camerica be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camerica game cartridge.
The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you.
Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law if any jurisdiction and such provision shall be severed from the rest of these terms.

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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

❶ This device may not cause harmful interference and

❷ This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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